

A vehicle that has crashed is out of Chase Combat.

Vehicles that crash suffer damage from whatever they collide with. Apply damage as if the vehicle rammed itself (see the Ramming Damage Table, p. 160).

### Called Shots on Vehicles

Called shots against vehicles follow the same rules as for *Called Shots*, p. 149. A third option, however, is available to the attacker if the called shot succeeds. The attacker can choose to target and destroy any specific component of the vehicle: window, sensor, tire, etc. The gamemaster determines the exact effect of this called shot, based on the DV inflicted. In most cases, the component will simply be destroyed. Shot-out tires inflict a -2 dice pool modifier per flat tire to Vehicle Tests.

### Damage and Passengers

Attacks must specifically target either the passengers (in which case, the vehicle is unaffected) or the vehicle itself (in which case, the passengers are not affected). The exceptions to this rule are ramming, full-automatic bursts and area-effect weapon attacks like grenades and rockets—these attacks affect both passengers and vehicles.

If an attack is made against passengers, make a normal Attack Test, but the passengers are always considered to be under cover (partial cover at the least, though full cover/blind fire may apply as the situation dictates). Passengers attempting to defend an attack inside a vehicle suffer a -2 dodge dice pool modifier, since they are somewhat limited in movement. Additionally, the passengers gain protection from the vehicle's chassis, adding the Armor of the vehicle to any personal armor the characters are wearing.

In the case of ramming, full-auto and area-effect attacks, both passengers and vehicles resist the damage equally.

### GUNNERY

The rules for ranged combat apply to vehicle-mounted weapons. The action required for shooting weapons depends on the mode fired, same as with normal firearms, but in almost all cases vehicle weapons require a Complex Action to fire. The Gunnery skill is used for vehicle-mounted weapons.

Ordinary characters shooting handheld weapons (for example, sammies leaning out a car window firing handguns) follow the normal rules for ranged combat, except that they suffer a -3 dice pool modifier due to the motion of the vehicle. Firearms

mounted on a weapon mount (a pintle mount or a ring mount) ignore this penalty.

### Drones and Gunnery

Drones attack using their Pilot + Targeting autosoft rating (see p. 239). Drones must have an autosoft appropriate to the weapon they are wielding in order to attack.

### SENSOR TESTS

To detect a person, critter, or vehicle with sensors, the character/vehicle must make a successful Sensor + Perception Test (Sensor + Pilot in the case of drones). If the target is trying to evade detection, make this an opposed Test versus the target's Infiltration + Agility (metahumans, critters) or Infiltration (Vehicle) + Reaction +/- Handling in the case of vehicles. Since vehicle stealth is limited by the driver's ability,

the dice applied for Infiltration skill should not exceed the driver's appropriate Vehicle skill.

Sensors are designed to detect the "signature" (emissions, composition, sound, etc) of other vehicles, so modifiers from the Signature Table apply to the detecting vehicle's dice pool.

### SENSOR TARGETING

Characters can use the vehicle's Sensor Attribute to help with Gunnery. They can do this by two

means: passive targeting and active targeting.

#### Passive Targeting

In passive targeting, the vehicle's Sensor attribute substitutes for Agility (or Pilot) as the linked Attribute, so the attacker rolls Gunnery + Sensor. The target's Signature modifiers are also applied as a dice pool modifier.

#### Active Targeting

Active targeting uses a vehicle's Sensors to lock onto a target. To use active targeting, the character/vehicle must first make a Sensor Test to lock onto a target. This requires a Simple Action (see *Use Sensors*, p. 239). If the character/vehicle wins the test, the net hits are added as a dice pool modifier to the subsequent Gunnery Test. If no hits are achieved, the sensors fail to lock onto the target and an active targeting attack cannot be made.

Once a target has been locked onto, active targeting can be used against it without requiring additional Sensor Tests. If the target vehicle somehow breaks sensor contact, a new target lock must be acquired.



### SIGNATURE TABLE

Target Vehicle	Modifier
Large and oversized vehicles (trains, construction vehicles, zeppelins, tractor-trailers, airliners)	+3
Electric-powered (EP) vehicles	-3
Metahumans, critters	-3
Drones	-3
Micro-drones	-6

